on the change in the viewing perspective, but not on the change to the objects and their surface properties, etc.).

[0265] It should be understood that the particular order in which the operations in FIG. **12** have been described is merely an example and is not intended to indicate that the described order is the only order in which the operations could be performed. One of ordinary skill in the art would recognize various ways to reorder the operations described herein. Additionally, it should be noted that details of other processes described herein with respect to other methods described herein (e.g., methods **8000**, **9000**, **10000** and **11000**) are also applicable in an analogous manner to method **12000** described above with respect to FIG. **12**. For example, the gestures, gaze inputs, physical objects, user interface objects, and/or animations described above with reference to method **12000** optionally have one or more of the characteristics of the gestures, gaze inputs, physical objects, user interface objects, and/or animations described herein with reference to other methods described herein (e.g., methods **8000**, **9000**, **10000**, and **11000**). For brevity, these details are not repeated here.

[0266] The operations described above with reference to FIGS. **8**, **9**, **10**, **11**, and **12** are, optionally, implemented by components depicted in FIGS. **1-6**. In some embodiments, aspects/operations of methods **8000**, **9000**, **10000**, **11000**, and **12000** may be interchanged, substituted, and/or added between these methods. For brevity, these details are not repeated here.

[0267] The foregoing description, for purpose of explanation, has been described with reference to specific embodiments. However, the illustrative discussions above are not intended to be exhaustive or to limit the invention to the precise forms disclosed. Many modifications and variations are possible in view of the above teachings. The embodiments were chosen and described in order to best explain the principles of the invention and its practical applications, to thereby enable others skilled in the art to best use the invention and various described embodiments with various modifications as are suited to the particular use contemplated.

What is claimed is:

1. A method, comprising:

at a computer system including a display generation component and one or more input devices:

displaying, via the display generation component, a three-dimensional scene that includes at least a first virtual object at a first location and a first physical surface at a second location that is separate from the first location, wherein the first virtual object is displayed with a first value for a first display property that corresponds to a first portion of the first virtual object and a second value for the first display property that corresponds to a second portion of the first virtual object, the second value of the first display property being distinct from the first value of the first display property; and

while displaying the three-dimensional scene including the first virtual object and the first physical surface, generating, via the display generation component, a first visual effect at the second location of the three-dimensional scene, wherein generating the first visual effect includes:

modifying a visual appearance of a first portion of the first physical surface in the three-dimensional scene in accordance with the first value for the first display property that corresponds to the first portion of the first virtual object; and

modifying a visual appearance of a second portion of the first physical surface in the three-dimensional scene in accordance with the second value for the first display property that corresponds to the second portion of the first virtual object, wherein the visual appearance of the first portion of the first physical surface and the visual appearance for the second portion of the first physical surface are modified differently due to differences in the first value and the second value of the first display property in the first and second portions of the first virtual object.

2. The method of claim **1**, including:

detecting changes in appearance of the first virtual object, including value changes of the first display property in the first and second portions of the first virtual object; and

in response to detecting the changes in appearance of the first virtual object, modifying the visual appearance of the first physical surface at different portions of the first physical surface in accordance with the changes in the appearance of the first virtual object, including:

modifying the visual appearance of the first portion of the first physical surface in accordance with a first relationship between the first display property and the visual appearance of the first portion of the first physical surface; and

modifying the visual appearance of the second portion of the first physical surface in accordance with the second relationship between the first display property and the visual appearance of the second portion of the first virtual object, wherein the first relationship and the second relationship correspond to different physical characteristics of the first and second portions of the first physical surface.

3. The method of claim **1**, wherein the first virtual object includes a virtual overlay on a second physical surface at a location that corresponds to the first location in the three-dimensional scene, and wherein the computer system changes an appearance of the virtual overlay in accordance with a change in respective values of one or more parameters including at least one of a time of day, a location, and a size of the virtual overlay.

4. The method of claim **3**, wherein generating the first visual effect includes:

modifying the visual appearance of the first portion of the first physical surface in accordance with changes in content shown in a first portion of the virtual overlay; and

modifying the visual appearance of the second portion of the first physical surface in accordance with changes in content shown in a second portion of the virtual overlay.

5. The method of claim **1**, wherein the first virtual object includes a virtual screen that displays media content at the location that corresponds to the first location in the three-dimensional scene, and wherein the computer system changes content shown on the virtual screen in accordance with playback progress of a media item.

6. The method of claim **5**, wherein generating the first visual effect includes: